

World Builder Dice Killer

2 or more players

Get some polyhedral dice. All players should have the same number of each die type, and need to distinguish their dice from others.

Each player places one terrain piece (using any handy object) towards the center of the playing area and describes its parameters.

Each die represents one Unit (or Individual). All like dice for a single army represent similar Units.

Everyone rolls their dice onto the playing area. These are the starting positions of each Unit.

Each turn:

- Players move any units up to 2", then
- Resolve Melee for any adjacent hostile Units

The first time a Unit type of an army is in Melee describe the Unit in detail. Use anything at hand for inspiration including questions from other players.

- For each Melee each player rolls all his/her dice in the conflict and totals the resulting Damage.
- Kill a hostile unit with Damage equal to its die type. Keep killing until your Damage is spent.
- Place surviving Units back on the board.

For each Unit that dies its player describes one fact of the game world in detail.

Play ends when only one army remains.